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**NEW  
STORY**

**SONIC'S WORLD!**

**SHOCK'S  
A WAY!**

# SONIC

## THE COMIC



**SATURN  
REVIEW!**

**SLAM 'N' JAM!**

**SOCCER  
ZONE!**

**KICKIN' ARTWORK!**

**CRABMEAT BADNIK  
PIN-UP!**

**Q ZONE REVISITED  
SONIC 2!**

**PLUS**

**KNUCKLES!  
TAILS!**

FREE GIFT MISSING?  
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NEWSAGENT  
NOW!

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**17 SEPTEMBER 1996**  
EVERY FORTNIGHT

**UK's OFFICIAL SEGA COMIC**

# CONTROL ZONE



Hey, Boomers!

Hold on to your noses! Could it be the humes-who-think-they're-in-charge that I can smell? No, it's this issue's cover mounted Planet Krapz sample pack! Phew! The six scratch 'n' sniff stickers, plus playing card, are merely a tasteless taste of what's available at your local newsagents for 99p (the complete set contains 100 character cards, plus a dice for playing up to 20 different games - you have been warned!).

Moving on to the sweet smell of success... There's the start of a brand new Sonic's World story: Future Shock. Also, three stories reach their thrilling conclusions: Sonic's Heroes and Villains, Knuckles' Village of the Damned, and Tails' Trooper Trouble. However, don't fret as they'll all be back in brand new stories next issue.

Due to your repeated ear-bashings for more help with Sonic games, check out the first part of the Sonic 2 Q Zone. Also, on the ball this issue is the Kickin' Zone which ties in with the new football season. Plus, there's a Slam 'n' Jam review, and another Badnik Pin-up. Yes, those humes have caved in to more of your demands, so create a space on your walls for Crabmeat.

Have to dash Boomers, I'm off for a trip to Segaworld, but the only snag is I have to go along with the humes-who-think-they're-in-charge. Oh well, I'll just have to switch off my smellometer!

*Megadroid*

## STICKER ROUND FOR STC 87...

### FREE GIFT!

Get stuck in with next issue's set



of fab stickers, featuring classic poses of Sonic (as shown), Tails and Knuckles. It's the perfect

excuse to be daringly decorative, so prepare to stick 'em-up!

### NIGHTS NEWS!

Calling all Saturn owners! Get ready to put those 32-bit machines through a tough workout with NIGHTS, Sega's breathtaking new adventure game. Guaranteed to keep you well awake, watch out for the full report next issue.



- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Nigel Kitching
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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SEGA

COMPILED BY  
ChartTrack  
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↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- 1 ● BRIAN LARA CRICKET '96
- 2 ↑ FIFA SOCCER '96
- 3 ↓ TOY STORY
- 4 NEW OLYMPIC SUMMER GAMES
- 5 NEW PETE SAMPRAS TENNIS '96
- 6 ● MICRO MACHINES 2
- 7 RE PGA TOUR GOLF '96
- 8 ↓ TAZ-MANIA: ESCAPE FROM MARS
- 9 ↓ SONIC AND KNUCKLES
- 10 ↓ MEGA BOMBERMAN

### SATURN

- 1 ↑ EURO '96
- 2 NEW THE NEED FOR SPEED
- 3 ↑ PANZER DRAGON
- 4 ↑ SEGA RALLY
- 5 ↓ VIRTUA COP
- 6 ↓ GUARDIAN HEROES
- 7 NEW BAKU BAKU
- 8 ↓ FIFA SOCCER '96
- 9 ↓ VIRTUA FIGHTER 2
- 10 ↓ STREET FIGHTER ALPHA

### MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

### GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

IN THE PARALLEL DIMENSION OF THE SPECIAL ZONE, SONIC AND SUPER SONIC FINALLY MEET.

AS LONG AS YOU LIVE, SONIC, THERE'S THE DANGER THAT I MIGHT BECOME PART OF YOU AGAIN. AND SO YOU MUST DIE!

FAZZAM!

WHA?...

CHAOTIX! I NEVER THOUGHT I'D BE GLAD TO SEE THOSE CLOWNS!

SO, THE POLICE REPORTS YOU MONITORED WERE RIGHT, OMNI, SONIC DID LEAVE THE POLICE STATION WITH LORD SIDEWINDER!

# SONIC

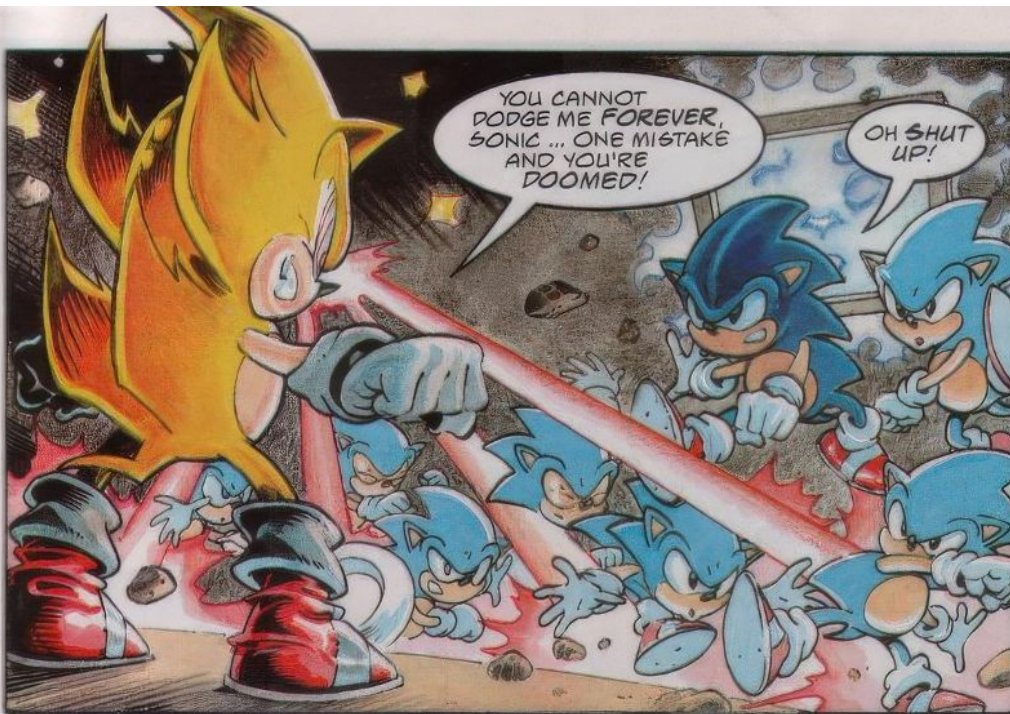
## Heroes & Villains

Part 3

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE

THIS IS NONE OF YOUR CONCERN, VECTOR!





YOU CANNOT DODGE ME FOREVER, SONIC ... ONE MISTAKE AND YOU'RE DOOMED!

OH SHUT UP!



READY?

WHEN YOU ARE, SONIC!



BIO-HAZARD, YOU HAVE TO BE THE MOST DISGUSTING VILLAIN IN THE BUSINESS!

**SPLERTT!**



I'LL BE NEEDING ANOTHER SWIG OF POTION TO TACKLE YOU, MATEY!

NO AMOUNT OF POTION WILL MAKE YOU STRONG ENOUGH TO BEAT ME, FRY!

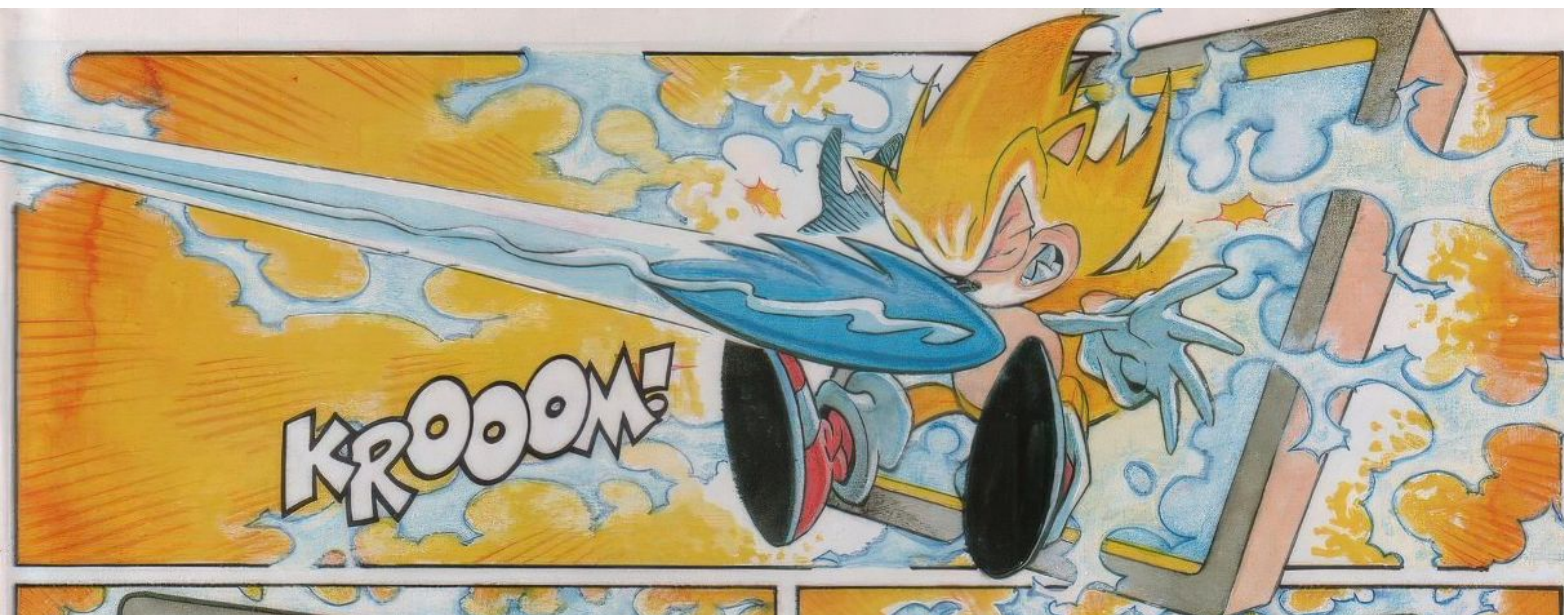


WE'LL SEE ABOUT THAT!

**WHA!**

AGGH! I SUPPOSE I COULD BE WRONG!





KROOOM!



FORCING ME INTO THE OMNI-VIEWER WILL DO YOU NO GOOD, SONIC! WHEREVER I AM, I CAN STILL DESTROY YOU!



QUICK, OMNI, DO WHAT I SAID! TRANSPORT SUPER SONIC TO A FAR-OFF DIMENSION!

NO, SONIC... I WON'T DO THAT!

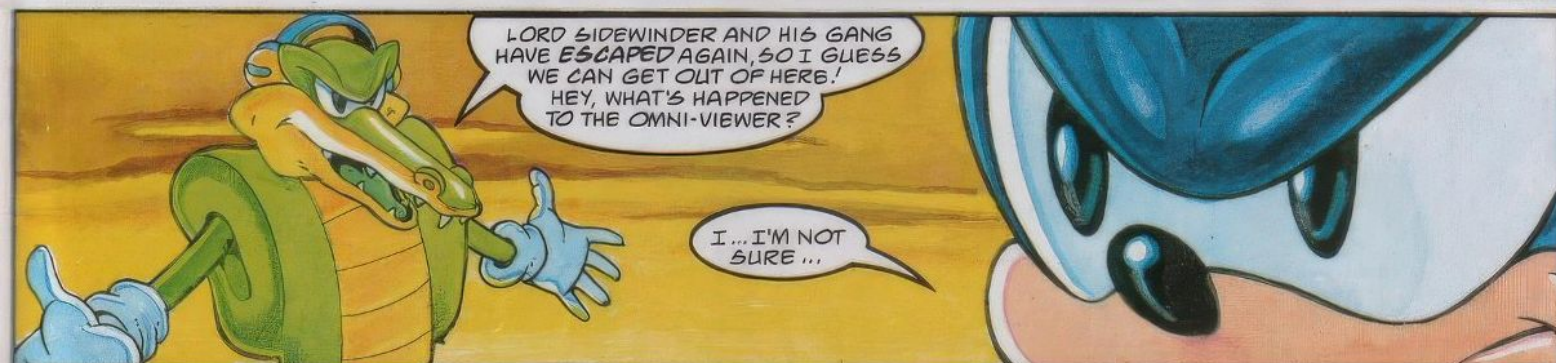


WHAT?

WHEREVER SUPER SONIC IS, HE'LL DESTROY THOSE AROUND HIM... HE'S OUR PROBLEM, WE MUST DEAL WITH HIM OURSELVES!



OMNI? CAN YOU HEAR ME? HEY, WHAT'S GOING ON? SUPER SONIC HAS STOPPED... IT'S LIKE HE'S BEEN FROZEN IN TIME!



LORD SIDEWINDER AND HIS GANG HAVE ESCAPED AGAIN, SO I GUESS WE CAN GET OUT OF HERE! HEY, WHAT'S HAPPENED TO THE OMNI-VIEWER?

I... I'M NOT SURE...

LATER, BACK AT THE SECRET HEADQUARTERS OF THE CHAOTIX CREW.

THE OMNI-VIEWER CAN CONTROL TIME AS WELL AS SPACE ...



SO, HE MANAGED TO TRAP SUPER SONIC INSIDE HIMSELF BY STOPPING TIME!

THE OMNI-VIEWER TURNED HIMSELF INTO THE PERFECT PRISON ...



A PRISON WHICH TRAPS HIM EVERY BIT AS MUCH AS IT DOES SUPER SONIC ... WE ALL OWE THE OMNI-VIEWER A GREAT DEAL!

I DON'T UNDERSTAND ANY OF THIS!



EPILOGUE:

A WEEK LATER.

SO THE OMNI-VIEWER GOT FROZEN ... AND NOW HE'S RUN OUT OF TIME ... OH DIDDLE, THAT'S NOT RIGHT!



HEY, LOOK! SUPER SONIC'S HANDS HAVE CHANGED POSITION! I'D BETTER TELL VECTOR AND ...



NAH, HE'LL ONLY SHOUT AT ME AGAIN. IT PROBABLY DOESN'T MATTER ANYWAY! OH WELL DIDDLE-DOOP!



NEXT ISSUE: MISTER SHIFTER!

# KICKIN' ZONE

EACH ARTIST-HOME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.

## SUPERSONIC UTD

## MIGHTY LIVERPOOL



Daniel Grist,  
St Leonards on Sea.

Crayola Mini Stampers 2  
Pack Winner.

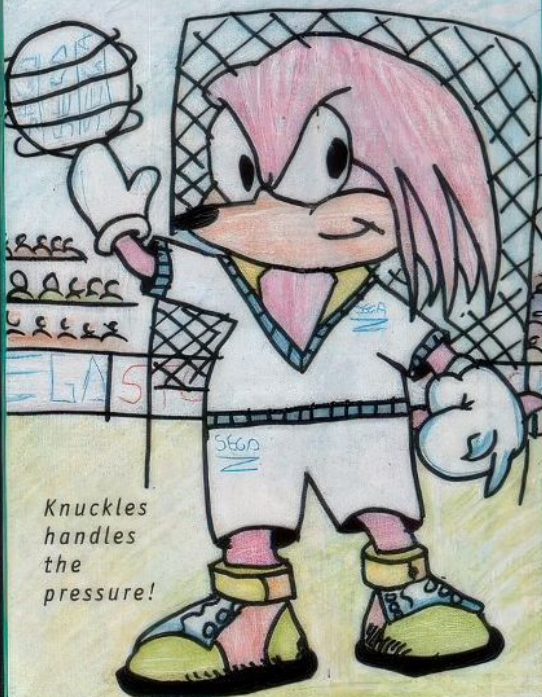
Alec Brady,  
Atherton,  
Manchester.

Crayola Mini  
Stampers 2  
Pack Winner.



*Sonic - heads above!*

Alexander Savva, West Hunsbury, Northampton.  
Crayola Mini Stampers 2 Pack Winner.

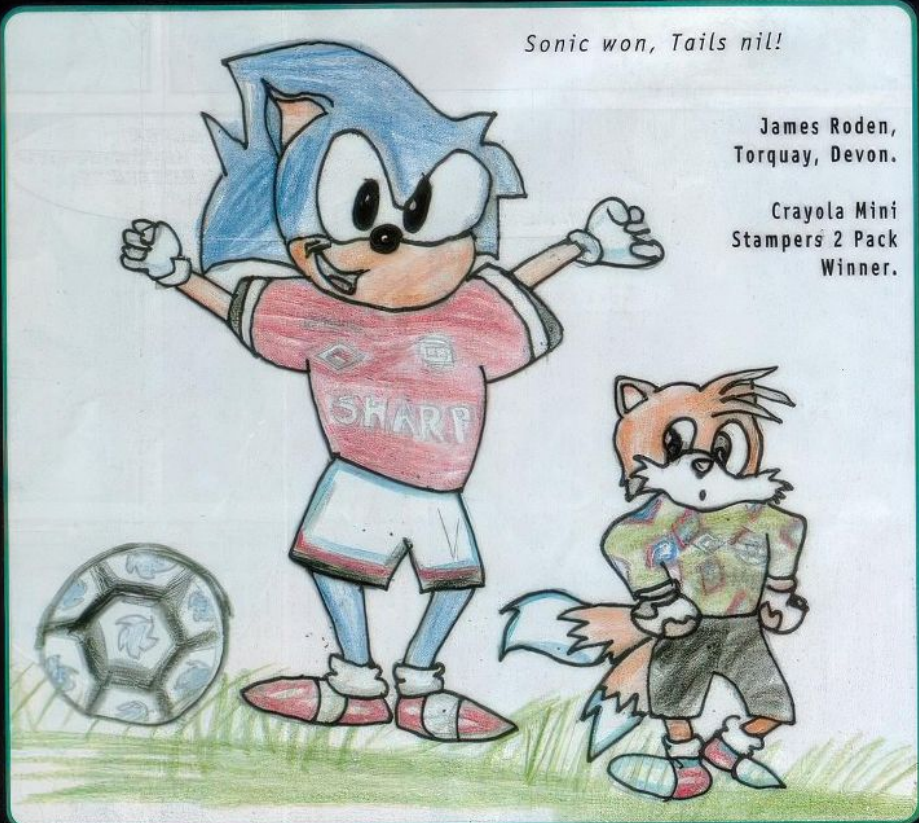


*Knuckles  
handles  
the  
pressure!*

*Sonic won, Tails nil!*

James Roden,  
Torquay, Devon.

Crayola Mini  
Stampers 2 Pack  
Winner.



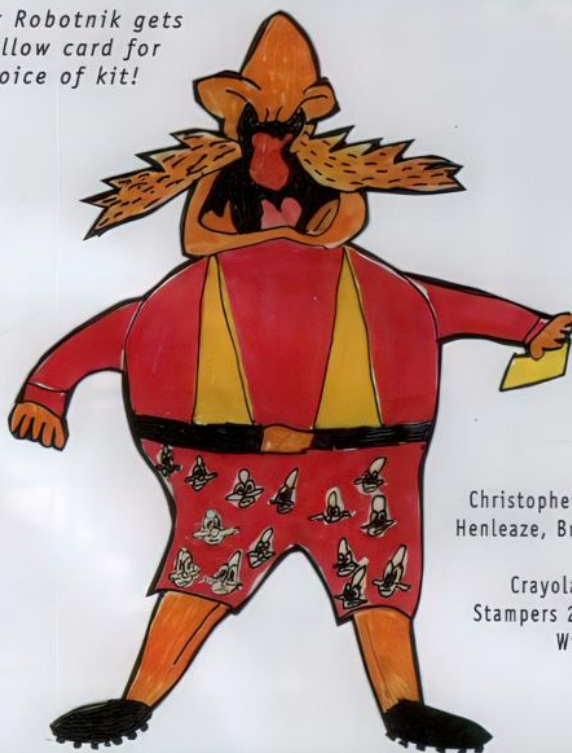
Moving with the times! Could Amy really be the first female professional player?



Sara Adamson,  
Lanarkshire,  
Scotland.

Crayola Mini  
Stampers 2 Pack  
Winner.

Doctor Robotnik gets the yellow card for his choice of kit!



Christopher Box,  
Henleaze, Bristol.

Crayola Mini  
Stampers 2 Pack  
Winner.

Danny Balogun, Mitcham, Surrey.

Crayola Mini Stampers 2 Pack Winner.



Kevin  
Keegan's  
latest  
signing?

To help get your handwork selected in future Graphic Zones, please take note of the following tips:-

- \* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
- \* Be original and don't copy pictures from the

comic - come up with your own ideas.

- \* Include your name and address, preferably written in capital letters on the back of the page.
- \* Send artwork to:  
GRAPHIC ZONE, SONIC THE COMIC,  
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

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For your nearest Crayola stockists:- Tel: 01234 217786



# KNUCKLES™

## VILLAGE OF THE DAMNED

Part 3

Script: NIGEL KITCHING

Art: NIGEL DOBBYN

Lettering: ELITTA FELL

KNUCKLES THE ECHIDNA IS UP TO HIS NECK IN IT AGAIN...

**FWOOSH!**

**STOP!**  
YOU MUST BE  
**MAD!** YOU CAN'T  
DO THIS!

ACCEPT THIS OUR  
**SACRIFICE, O MOON  
GODDESS!**

IN RETURN  
WE ASK YOU TO MAKE  
OUR CROPS BOUNTIFUL SO  
THAT WE MAY **SERVE** YOU  
ALL THE BETTER.

**LISTEN!**  
I SAVED YOU FROM  
BEING SACRIFICED AND  
THE NEXT THING YOU  
DO IS TURN ME IN!  
**WHY?**

I... I...

**SPEAK!**  
THERE'S NO  
NEED TO FEAR  
HIM!

THE LEGENDS  
**FORETOLD** THAT THE  
**RED ONE** SHALL DIE AT OUR  
HANDS. IF YOU DO NOT DIE,  
THEN MY BROTHERS WILL  
**SACRIFICE ME!**



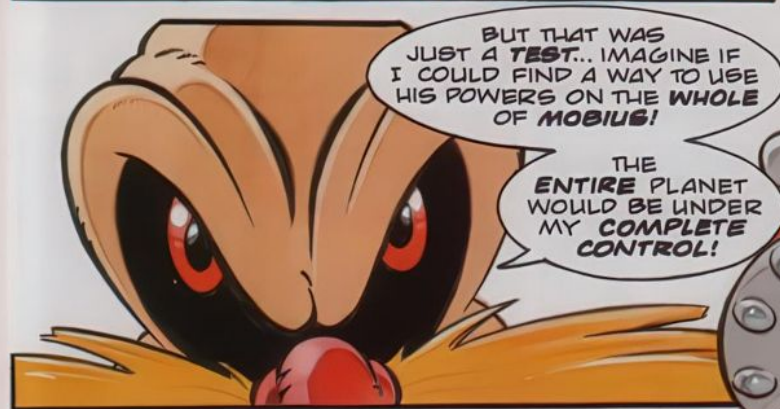






MR MESMER,  
MY ASSOCIATE,  
IS A VERY TALENTED  
HYPNOTIST!

HE  
WAS ABLE TO CONVINCE AN  
**ENTIRE VILLAGE**  
THAT THEY WERE  
FOLLOWERS OF THE  
ANCIENT SUN  
GODDESS!



BUT THAT WAS  
JUST A **TEST**... IMAGINE IF  
I COULD FIND A WAY TO USE  
HIS POWERS ON THE **WHOLE**  
OF **MOBIUS**!

THE  
**ENTIRE PLANET**  
WOULD BE UNDER  
MY **COMPLETE**  
**CONTROL**!



IT'LL  
**NEVER** HAPPEN,  
ROBOTNIK!

IT'S  
JUST **YOU** AND  
**ME** NOW... YOUR  
GUARDS AREN'T  
HERE TO **PROTECT**  
**YOU**!



JUST  
**WHAT** DO YOU  
INTEND TO DO,  
KNUCKLES?

AS THE  
**RULER** OF THIS  
PLANET, YOU CAN'T  
EXACTLY SEND ME TO  
**PRISON**. I'M  
**PERFECTLY SAFE**,  
UNLESS...



DO  
YOU PLAN  
TO **KILL**  
**ME**?



**HAHAHAHA!**

DON'T  
TEMPT ME, EGG-  
BREATH, JUST  
DON'T TEMPT  
ME!

TAILS AND CLIVE THE DONKEY, A RESIDENT OF THE WOOD VILLAGE ZONE, HAVE BEEN CAPTURED BY ROBOTNIK'S TROOPERS...

WHY DO YOU DUDES HAVE TO BE SO IMPOLITE?

YOU'RE NOW OUR PRISONERS! MOVE!

# TAILS Trooper Trouble

Part 2

ERM... ALTHOUGH THESE ELECTRONIC CUFFS MIGHT MAKE ESCAPE A LITTLE MORE DIFFICULT THAN I EXPECTED!

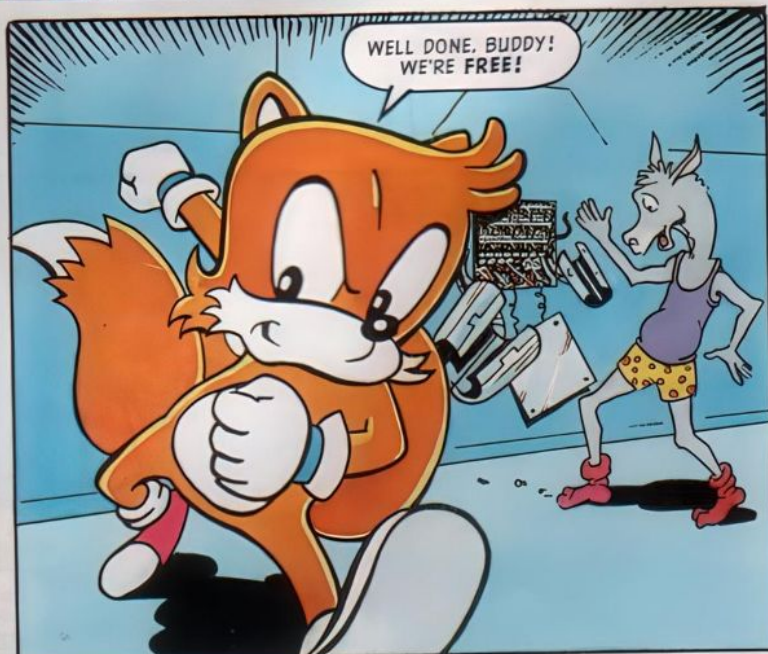
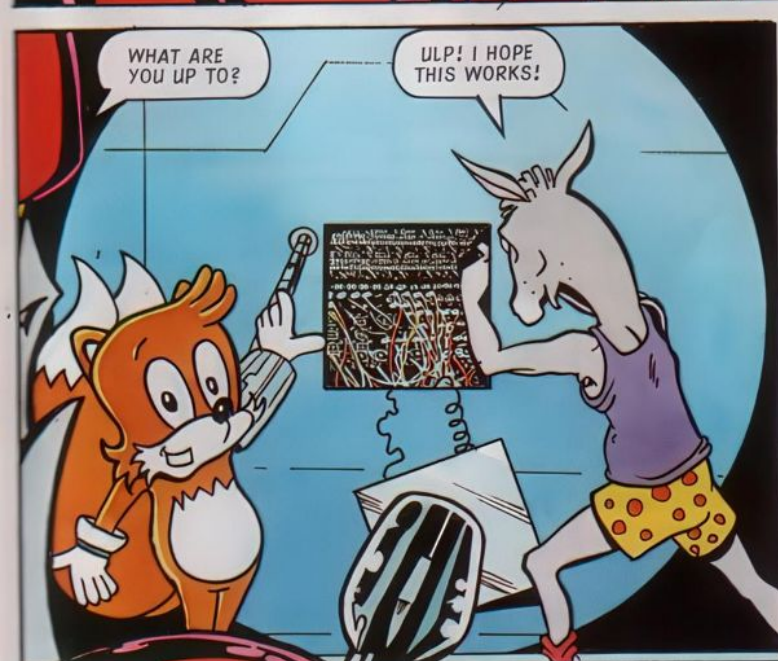
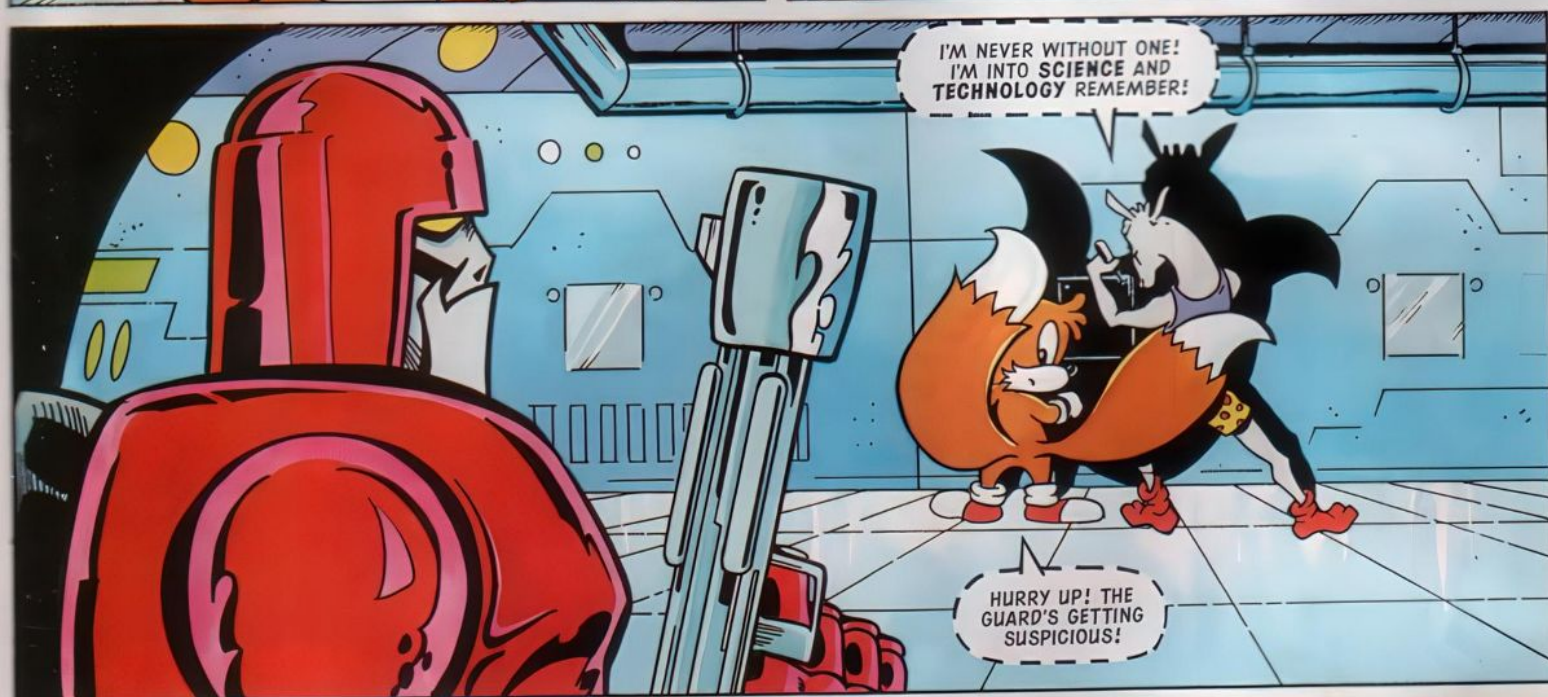
BZZZ-KLIK

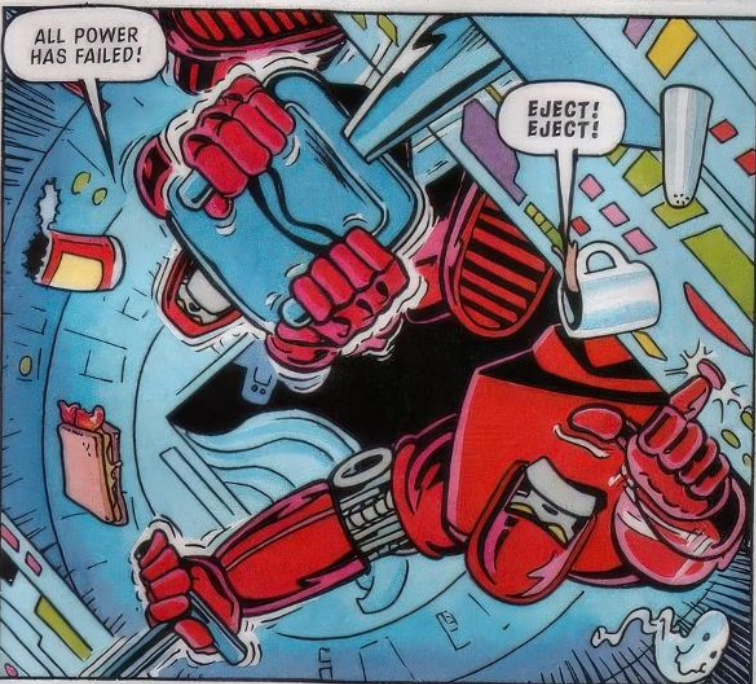
ESCAPE IS IMPOSSIBLE, OUTLAW!

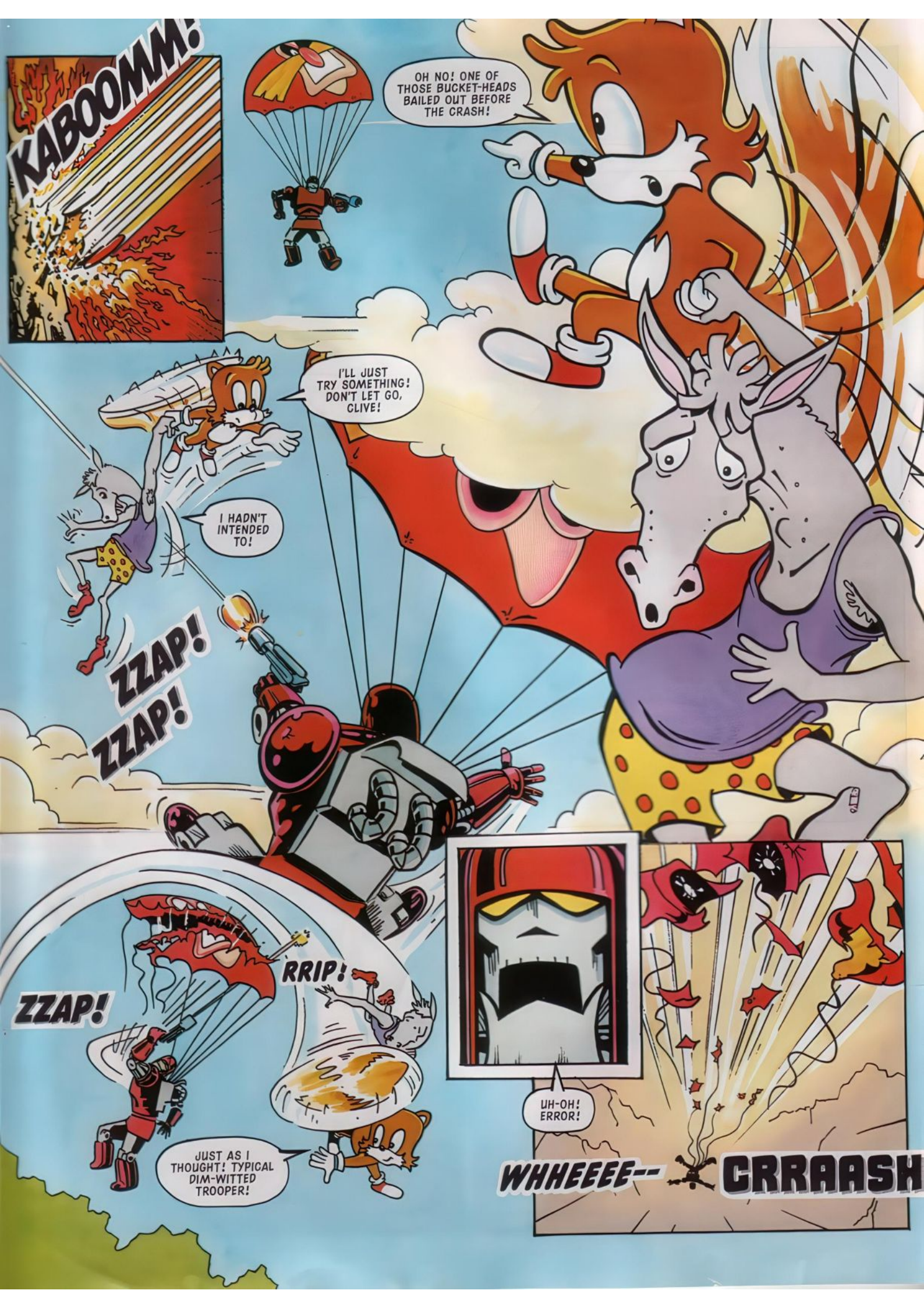
Script: LEW STRINGER Art: CARL FLINT  
Colouring: GINA HART Lettering: TOM FRAME

I'LL FIND A WAY OUT, CLIVE! I'M ALWAYS BEING CAPTURED!

THAT DOESN'T EXACTLY INSPIRE ME WITH CONFIDENCE, TAILS!







**KABOOMM!**

OH NO! ONE OF THOSE BUCKET-HEADS BAILED OUT BEFORE THE CRASH!

I'LL JUST TRY SOMETHING! DON'T LET GO, CLIVE!

I HADN'T INTENDED TO!

**ZZAP!**  
**ZZAP!**

**ZZAP!**

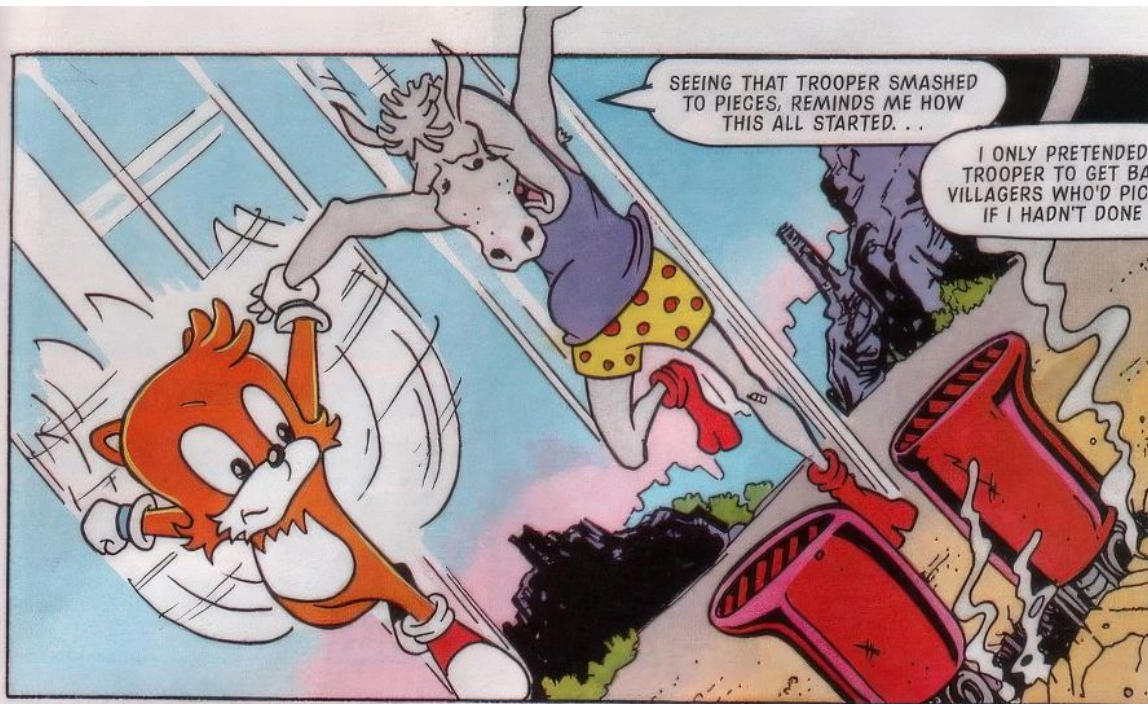
**RRIP!**

JUST AS I THOUGHT! TYPICAL DIM-WITTED TROOPER!

UH-OH! ERROR!

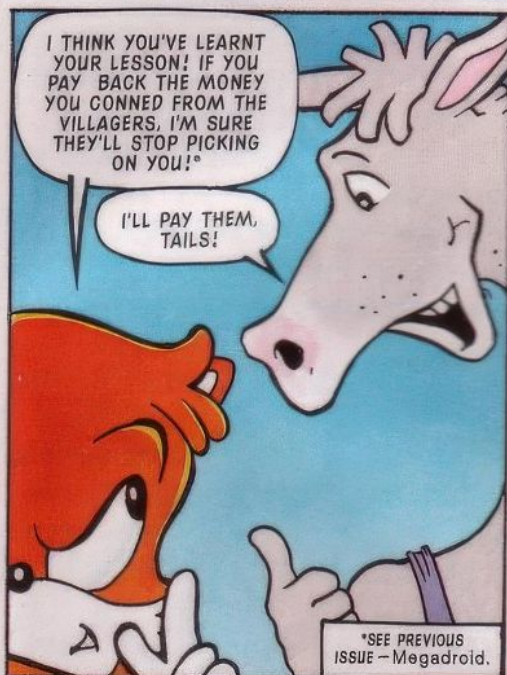
**WHHEEE--**

**CRRRAASH**



SEEING THAT TROOPER SMASHED TO PIECES, REMINDS ME HOW THIS ALL STARTED. . .

I ONLY PRETENDED TO BE A TROOPER TO GET BACK AT THE VILLAGERS WHO'D PICKED ON ME! IF I HADN'T DONE THAT. . .



I THINK YOU'VE LEARNT YOUR LESSON! IF YOU PAY BACK THE MONEY YOU CONNED FROM THE VILLAGERS, I'M SURE THEY'LL STOP PICKING ON YOU!"

I'LL PAY THEM, TAILS!

\*SEE PREVIOUS ISSUE - Megadroid.

LATER, AS THEY RETURN TO THE WOOD VILLAGE ZONE. . .



...AND IF IT WASN'T FOR CLIVE'S SKILL AT CANCELLING THE POWER TO THE SHUTTLE CRAFT, WE'D BE PRISONERS OF DOCTOR ROBOTNIK!

COR! CLIVE HELPED TAILS!

WOW! WE THOUGHT HE WAS JUST A WIMP!



OH, WELL... HOPEFULLY CLIVE'S CURED FROM MAKING AN ASS OF HIMSELF IN FUTURE!

THE END.

NEXT ISSUE:  
EASY TARGET.



# ZONE

**Q IS FOR QUESTION.**

**Q IS FOR QUERY.**

**Q IS FOR QUANDARY.**

**IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-**

**Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.**



## SONIC THE HEDGEHOG 2 REVISITED-PART 1



MEGA DRIVE

So many Boomers are still demanding help on the classic Sonic games, that *STC* are re-revealing some oldies, but goodies...

### LEVEL SELECT

Go to the options screen, listen to song 19, press **BUTTON C**, listen to song 65, **PRESS C**, listen to song 9, **PRESS C**, listen to song 17, then **PRESS C**. Next, hold **BUTTON A** and continuously press the **START** button to get a level select screen to appear.



### AUTO SUPER SONIC

**DO THE LEVEL SELECT FIRST**, then on the level select screen, go to the sound select and listen to song 4, press **BUTTON B**, listen to song 1, press **BUTTON B**, listen to song 2, press **BUTTON B**, listen to song 6, press **BUTTON B** and then hold down **BUTTON A** and press **START**. Once you start the game, collect 50 rings and you will become Super Sonic.

### MORE CONTINUES

First enable the level select. Then at the options screen, play these sounds in this order: 1, 1, 2, 4. Now move the highlight to the "Player Select" field of the options screen and press **START**.

### COLLECT ALL EMERALDS

To collect all seven Chaos Emeralds in the first zone, go to the **OPTIONS** screen and select the mode you wish to play in (Sonic alone, Tails alone or both together), then press **START**. Collect 50+ rings and go to the first Star Post to get to the Special Stage where you collect the first emerald. When you return, press **RESET**. Go to the **OPTIONS** screen again, press **START**, collect 50+ rings and go to the **STAR POST**. You should find yourself in the second stage of the **SPECIAL ZONE**.

Complete this and you will have two emeralds. Keep repeating this sequence until you have collected all seven emeralds.



## CODES

Start with 99 lives	NN3TAACL
Each ring worth 80+ rings	SCRAB9X0
Each ring worth 25,000+ rings	SCRABCX0
Mega jump	BDLTAAGL
1 ring required to become Super Sonic	AGZTCACJ + ACZTCACA
10 rings required to become Super Sonic	BLZTCACJ + ACZTCACA
Infinite lives (player 1)	JW3ACA4J
Infinite lives (player 2)	JXGACA7G
Sonic stays invincible for longer after hit	982TCAFB
Once invincible stay invincible	ALTACA9J
1 ring required to enter Special Stage	AH2TCAH6
Each ring worth 5 in Special Stage (Sonic)	SBJAHYWJ
Each ring worth 5 in Special Stage (Tails)	SBJAHYWR
1 ring to become Super Sonic (2 parts)	AGZTCACJ + ACZTCACA
Super Sonic doesn't lose rings	K4ZTCA9N
Start with 50 lives (player 1)	GJ8AAAD2
Start with 50 lives (player 2)	GJ8AAAD8



## LEVEL SELECT

Jumping into the fruit machine is a bit of a gamble! Sometimes it pays off and sometimes it can be disastrous. However, to help you win loads of rings, start the wheels spinning, and as soon as the first reel stops, **PRESS C**. If you timed it to perfection, reels two and three will get the same symbol as reel one.

## CASINO NIGHT ZONE - Defeat Doctor Robotnik

To kill the evil Doctor, start by hitting his ship from the sides, but make sure you avoid the electric pulses by running up the side of the wall and spinning into him. Next, jump onto the middle platform in the centre of the screen, then jump up and hit him several times and get back on the platform. Repeat this procedure and he'll be history!

## DEATH EGG ZONE - To defeat the final boss

When Doctor Robotnik flies into the air, run to the extreme left. Wait until the target locks onto you and flashes very fast, then jump out of the way to the extreme left or right. When Robotnik lands he will bend his knees - immediately jump up and hit his nose. Next, run to the far right and keep crouched down until after he fires his arms (don't jump over his arms). Repeat this process and you will complete the game.

## METROPOLIS ZONE - To defeat the boss

When you see Robotnik you'll notice there are spinning bubbles surrounding him. Time your attack so that you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft because they explode in one impact. After several hits, you will have destroyed Robotnik (until the next level that is!).

The END

NEXT ISSUE: **Sonic the Hedgehog 2 MD**  
Hints and Tips, plus revelations on the  
Game Gear and Master System.

# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNsville

40-70 = NORMALsville  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## SLAM 'N' JAM '96

Reviewed by David Gibbon

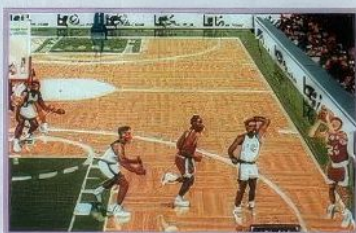


SATURN

GAME TYPE: SPORT  
PLAYERS: 1-4

PUBLISHER: BMG INTERACTIVE  
PRICE: £39.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



Some time ago, a machine called the Mega Drive had a basketball game released for it called *NBA Jam*. It became a huge success, selling over four million

copies and it sparked off a number of inferior basketball games. The Saturn has also seen various basketball games, but none have been ground-breaking. Now, however, there's a new game in town and *Slam 'n' Jam '96* could win the STC coveted best basketball game crown.

Featuring five-on-five basketball, *Slam 'n' Jam '96* includes all the rules and play you'd expect from a basketball game, as well as two apparently well-known players called Magic Johnson and Kareem Abdul-Jabbar. Many of the moves are based around their type of game, such as no-look passes plus their individual signature skills.

The on-court action moves with cinematic realism and features some excellent graphics. Unusually, all of the players are big, each one taking up half the screen and all move with amazing speed and fluid animation. This makes the game more realistic and playable.

Instant replays, multiple camera angles and commentary from America's CNN commentator, Van Earl Wright, all add to the atmosphere. As does the



excellent soundtrack and crowd noises (the latter grows louder and more realistic each time a dunk or jam is performed).

Considering the wealth of up-to-date statistics on each player and team, *Slam 'n' Jam '96* is up there with the best. It's an improvement over other Saturn basketball games and worth buying if you don't have a game of this type.



### FINAL COUNTDOWN

#### RAVES

Excellent graphics, great gameplay.



GRAPHICS 92

SOUND 87

#### GRAVES

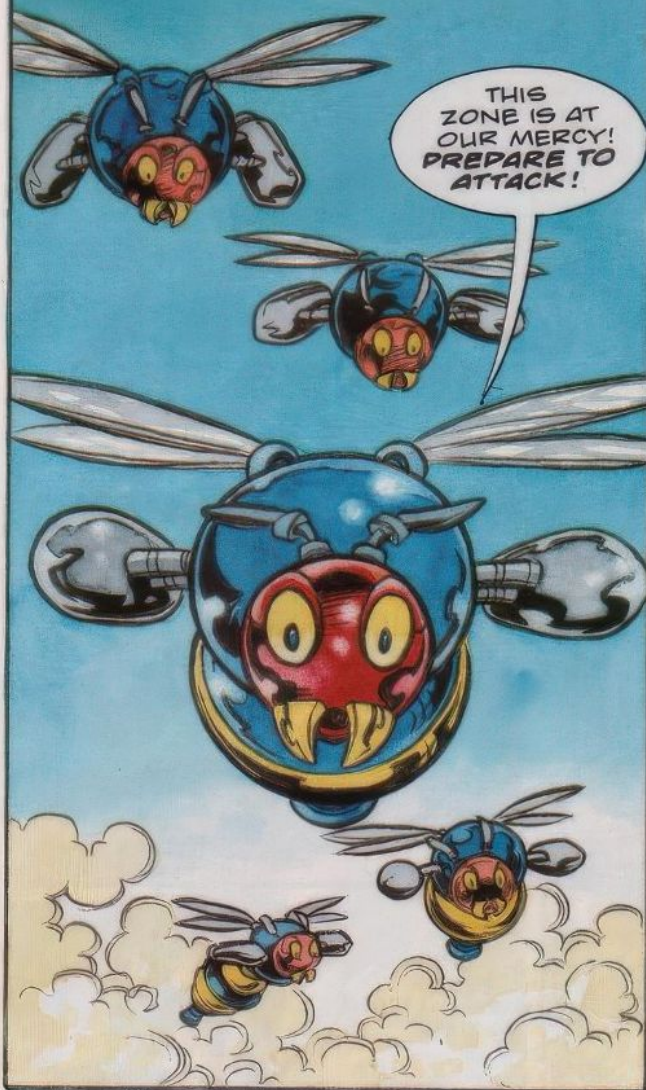
No vast improvement over other basketball games.



PLAYABILITY 83

OVERALL 90

A TYPICAL DAY ON  
PLANET MOBIUS...



SOME DAYS THIS IS JUST SO EASY!

ERRK!

SPLAK!

POOSH!

AWK!



UH-OH! SPOKE TOO SOON... NOT A GOOD PLACE TO LAND!



YUKK!

SPLASH!

OH NO! SONIC'S SINKING INTO THAT SWAMP!



ULP! I'LL SEE IF I CAN REACH HIM IN TIME!

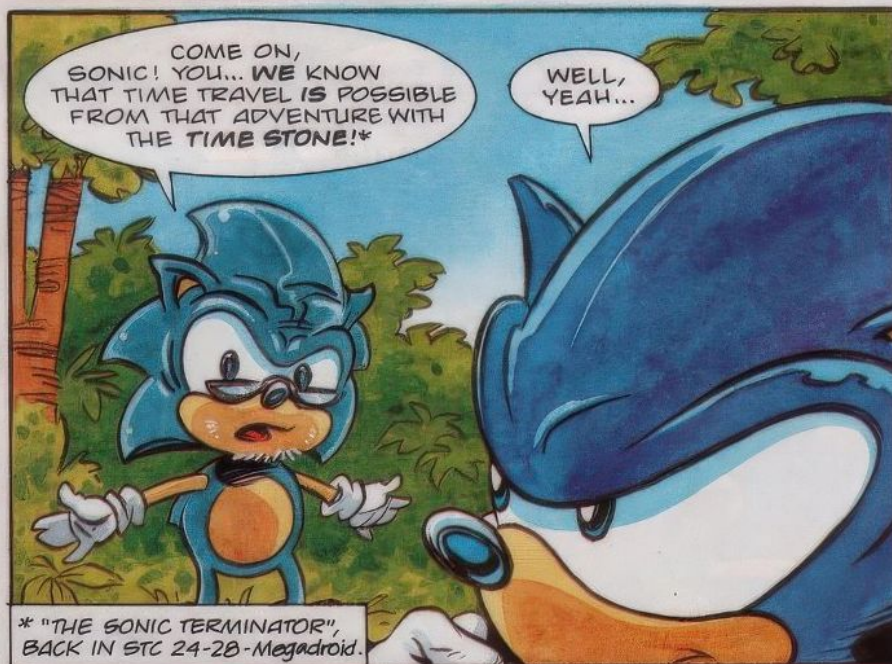


WHO...?

I ALWAYS WAS TOO QUICK FOR YOU, PIXEL-BRAIN! STAND ASIDE!







\* "THE SONIC TERMINATOR", BACK IN STC 24-28-Megadroid.



NEXT ISSUE: FUTURE SHOCK CONTINUES...



# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

## SATURN ERA!

Dear STC,

In terms of quality of artwork and storylines, you can now compete with *2000 AD* for the best UK comic - EVER! Secondly, although I don't own a Saturn system, I think the graphics are far superior to the Mega Drive, so why not include more reviews as this is definitely a move forward.

James Murray,  
Lisburn, Co Antrim, N Ireland.  
MD/MCD owner.  
Sonic & Knuckles Hog Tag Winner.



STC upgrades its  
Review Zone to include  
some of the hottest  
Saturn games around.  
As for being the best  
comic in the UK, hey, there's no  
fooling you, James!

## EAR-Y QUERY!

Dear Megadroid,

Even though I live in New Zealand I am an avid reader of STC thanks to a friend from England who sends me copies. However, there's one thing that puzzles me - does Knuckles have ears?  
Rowan French, Tauranga,  
New Zealand. MD owner.  
Sonic & Knuckles Hog Tag Winner.



I tried to put your question to Knuckles, Rowan, but his reply was: "Pardon?"

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SEGA MEGA HOG TAG!



Sara Adamson, Bellshill, Scotland.  
Sega Mega Hog Tag Winner.



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messages to:

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Be sure to include your snail mail (postal)  
address if you want to win a prize!

## OVER PRICED OVER EIRE!

Dear Megadroid,

I think that us Boomers who buy STC in Ireland are being ripped off! An issue of STC over here costs £1.55, which includes only 32 pages! As this works out at 4.84375 pence per page, I suggest that you either lower the cost or give us more pages.

Kieran Dee,  
Ennis, Co Clare, Rep of Ireland.  
Sonic & Knuckles Hog Tag Winner.



Unfortunately, Kieran, it's a combination of the Irish punt, Value Added Tax, plus the cost of exporting the copies to Ireland which all add extra pennies to STC's price.

Cybernik's new paint job!



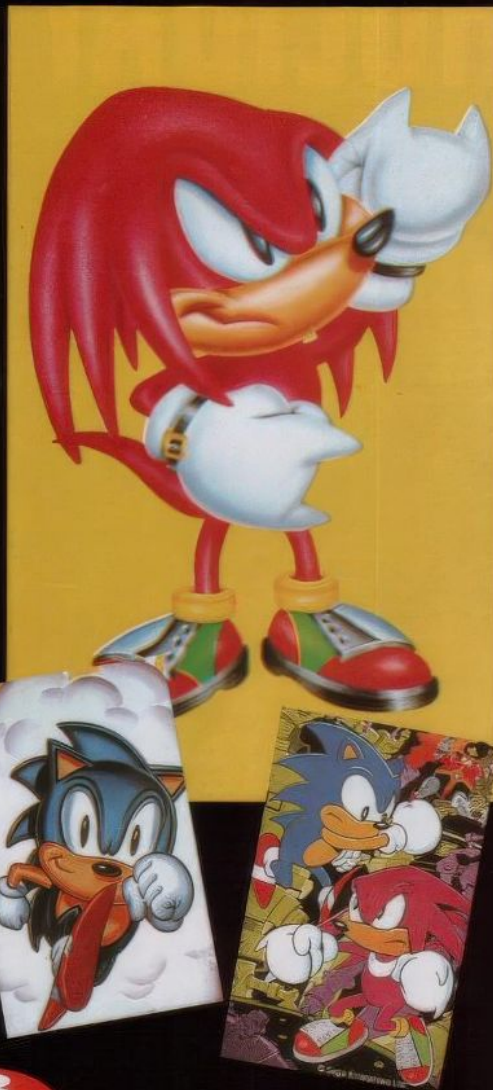
James Cole, Chingford, Essex.  
Sega Mega Hog Tag Winner.

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.....

..... AS A COMIC STRIP IN STC.

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MEGA HITS!

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YOUR RATING FOR ISSUE 86

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Post to: Data Strip/Sonic The Comic,  
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